# Temple of Nudges Touch<sup>™</sup> Game Rules

- Temple of Nudges Touch<sup>™</sup> is a 5-reel, 3-row video slot with Re-Spin feature and Nudge feature.
- The game is played on 243 bet ways, 1 10 levels (25 coins per level), and different coin values.
- There are no bet lines.
- The bet level is set using the **LEVEL** selector.
- The coin value is set using the **COIN VALUE** selector.
- **COINS** displays the number of coins available to wager.
- **AUTOPLAY** automatically plays the game for the selected number of rounds.
- Winning combinations and payouts are made according to the Paytable.
- Matching symbols in any position on 3 or more adjacent reels, starting from the leftmost reel to right, is a bet way win.
- Only the longest matching combination per symbol is paid.
- More bet way wins are created when additional instances of the symbol appear on the same reels that create the longest bet way win.
- A symbol win in coins is equal to the value shown in the **PAYTABLE** multiplied by the bet level and the amount of times that symbol appears on each of the reels.
- A bet way win in coins is equal to the value shown in the **PAYTABLE** multiplied by the bet level.
- A bet way win in currency is equal to the win in coins multiplied by the coin value.

## Example of a bet way payout at level 1

5 matching Cougar symbols on adjacent reels starting from the leftmost reel award 9 coins. This is multiplied by 2 (for 2 Cougar symbols on reel 4), giving a total win of 2 x 9 = 18.



**Nudge Feature** 

- Each time there is a winning combination on the reels, the Nudge feature is activated. After the win count up, the reels move 1 symbol down and if there is a winning combination, the win is counted up again.
- Nudge feature is activated for as long as there is a winning combination on the reels.
- Nudge feature is played at the same bet level and coin value as the spin that activated the feature. The bet level and coin value cannot be changed during the Nudge feature.
- Nudge feature wins are added to the balance.

# **Re-Spin Feature**

- During the Re-Spin feature, all symbols of the same type as the winning symbol stay on the reels and all other symbols re-spin.
- Re-Spin feature is activated if Re-Spin overlay appears on a symbol during a winning game round.
- Re-Spin feature is played at the same bet level and coin value as the spin that activated the feature. The bet level and coin value cannot be changed during a Re-Spin.
- If both features have to be activated at the same time, the Re-Spin feature is activated first.
- If a Nudge is activated and a Re-Spin overlay appears on the reels after it, the wins are evaluated after the Re-Spin is finished.
- Any amount of Re-Spin overlays on symbols activates only one Re-Spin.
- Re-Spin feature can be reactivated as long as there are 1 or more Re-Spin overlays on the game screen after the reels re-spin.
- Re-Spin feature wins are added to the balance.

## Main Game

## **Spin Button**



Tap to start playing at the current bet level and coin value.

In landscape mode, touch the game area to hide the Spin button.

Quick Stop: Tap the game area during a spin to stop the reels. Menu

Tap to access the game settings and game information. Sound

Tap to turn Sound on or off without going to the settings menu.



Quick settings menu

Tap the plus sign to access the Quick settings menu.

## **Quick Spin**

Tap to turn Quick spin on or off without going to the settings menu. Autoplay

Tap to turn Autoplay on or off without going to the settings menu. Sets 50 rounds by default.

#### Exit

Tap to leave the game.

#### **Game Settings and Game Information**

Sound Settings

• Game Sounds: Tap the switch to turn sounds on or off.

#### Spin Settings

- **Autoplay**: Drag or tap the slider to enable autoplay to set the autoplay options and the number of rounds. Autoplay plays the game for the selected number of spins.
- If single win exceeds. Stop Autoplay when the amount you win exceeds or equals the amount you specify.
- If cash increases by: Stops Autoplay if cash increases by the amount you specify.
- If cash decreases by: Stops Autoplay if cash decreases by the amount you specify.

**Note:** If you are disconnected while playing, all Autoplay settings will return to default when you reload the game.

Note: Some autoplay options are mandatory for some jurisdictions.

- Quick spin: Tap the switch to turn Quick spin on or off.
- Left Hand Mode: Tap to turn the left hand mode on or off.

#### Bet Settings

- Bet in cash: Shows your bet amount in selected currency.
- Bet in coins: Shows your bet amount in coins.
- Bet level: Drag or tap the slider to select the number of coins to bet.
- **Coin value**: Drag or tap the slider to select the coin value.

#### Paytable

Tap to view winning combinations and payouts.

#### Game Rules

Tap to view the game rules.

## **Game History**

Tap to view your latest game history.

The game history is available only when playing for money.

Back

Tap to go back to the main game.

#### Autoplay

# Autoplay

Tap to start Autoplay. The number of spins remaining is displayed on the button.

## Stop Autoplay

Tap to stop Autoplay. The number of spins remaining is displayed on the button.

# **Quick Spin**

Tap to start Quick spin.

Note: Some operators may not offer all of the listed game settings.

# **Return to Player**

• The theoretical return to player for this game is 96.03%

# **Additional Information**

- The following game features and settings may be subject to the terms and conditions of the gaming site. For more information on the following, refer to the gaming website:
  - The procedures used to manage unfinished game rounds.
  - The time after which inactive game sessions automatically end.
- In the event of malfunction of the gaming hardware/software, all affected game bets and payouts are rendered void and all affected bets refunded.

# **Translations of Game Terminology**

Note: The following table is only applicable if you are playing in a language other than English.

## **English Term Translated Term**

Nudge Nudge Re-Spin Re-Spin

Game rules generated: